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probability and dogfight and decision

PAT. NO. Title

- 1 [6,842,674](#) **T** Methods and apparatus for decision making of system of mobile robotic vehicles
- 2 [6,763,325](#) **T** Heightened realism for computer-controlled units in real-time activity simulation
- 3 [6,443,733](#) **T** Heightened realism for computer-controlled units in real-time activity simulation
- 4 [6,199,030](#) **T** Heightened realism for computer-controlled units in real-time activity simulation
- 5 [6,195,626](#) **T** Heightened realism for computer-controlled units in real-time simulation
- 6 [6,179,618](#) **T** Heightened realism for computer-controlled units in real-time activity simulation
- 7 [6,110,215](#) **T** Heightened realism for computer-controlled units in real-time activity simulation
- 8 [4,832,346](#) **T** College football board game

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Relevance scale **1 Error Probability in Decision Functions for Character Recognition**

J. T. Chu, J. C. Chueh

April 1967 **Journal of the ACM (JACM)**, Volume 14 Issue 2Full text available:  [pdf\(386.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Upper bounds for the error probability of a Bayes decision function are derived in terms of the differences among the probability distributions of the features used in character recognition. Applications to feature selection and error reduction are discussed. It is shown that if a sufficient number of well-selected features is used, the error probability can be made arbitrarily small.

**2 Error probability in decision functions for character recognition**

J. T. Chu, J. C. Chueh

January 1966 **Proceedings of the 1966 21st national conference**Full text available:  [pdf\(291.19 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we investigate the evaluation and reduction of error probability, when statistical decision functions are used for computer character recognition. Suppose that the given alphabet consists of  $m$  characters,  $\{1, 2, \dots, m\}$ , and that a character  $\Omega$  is to be identified by the observed value of a random vector  $X = (X_1, X_2, \dots, X_n)$ .

**3 Learning and making decisions when costs and probabilities are both unknown**

Bianca Zadrozny, Charles Elkan

August 2001 **Proceedings of the seventh ACM SIGKDD international conference on Knowledge discovery and data mining**Full text available:  [pdf\(920.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In many data mining domains, misclassification costs are different for different examples, in the same way that class membership probabilities are example-dependent. In these domains, both costs and probabilities are unknown for test examples, so both cost estimators and probability estimators must be learned. After discussing how to make optimal decisions given cost and probability estimates, we present decision tree and naive Bayesian learning methods for obtaining well-calibrated probability ...

**4 Optimal Decision Functions for Computer Character Recognition**

J. T. Chu

April 1965 **Journal of the ACM (JACM)**, Volume 12 Issue 2

Full text available:  pdf(1.01 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



## 5 Generalization Error Bounds for Threshold Decision Lists

Martin Anthony

December 2004 **The Journal of Machine Learning Research**, Volume 5

Full text available:  pdf(268.76 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

In this paper we consider the generalization accuracy of classification methods based on the iterative use of linear classifiers. The resulting classifiers, which we call *threshold decision lists* act as follows. Some points of the data set to be classified are given a particular classification according to a linear threshold function (or hyperplane). These are then removed from consideration, and the procedure is iterated until all points are classified. Geometrically, we can imagine that ...



## 6 Qualitative decision theory: from savage's axioms to nonmonotonic reasoning

Didier Dubois, Hélène Fargier, Henri Prade, Patrice Perny

July 2002 **Journal of the ACM (JACM)**, Volume 49 Issue 4

Full text available:  pdf(354.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper investigates to what extent a purely symbolic approach to decision making under uncertainty is possible, in the scope of artificial intelligence. Contrary to classical approaches to decision theory, we try to rank acts without resorting to any numerical representation of utility or uncertainty, and without using any scale on which *both* uncertainty and preference could be mapped. Our approach is a variant of Savage's where the setting is finite, and the strict preference on acts ...

**Keywords:** Comparative uncertainty, decision theory, nonmonotonic reasoning, possibility theory, preference relations, qualitative decision theory



## 7 A Bayesian decision model for cost optimal record matching

V. S. Verykios, G. V. Moustakides, M. G. Elfeky

May 2003 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 12 Issue 1

Full text available:  pdf(180.87 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

In an error-free system with perfectly clean data, the construction of a global view of the data consists of linking - in relational terms, joining - two or more tables on their key fields. Unfortunately, most of the time, these data are neither carefully controlled for quality nor necessarily defined commonly across different data sources. As a result, the creation of such a global data view resorts to approximate joins. In this paper, an optimal solution is proposed for the matching or the lin ...

**Keywords:** Cost optimal statistical model, Data cleaning, Record linkage



## 8 Decision Trees and Diagrams

Bernard M. E. Moret

December 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 4

Full text available:  pdf(2.68 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**9 Decision Quality As a Function of Search Depth on Game Trees**

Dana S. Nau

October 1983 **Journal of the ACM (JACM)**, Volume 30 Issue 4Full text available:  pdf(1.02 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**10 A decision-theoretic approach to resource allocation in wireless multimedia networks**

Zygmunt Haas, Joseph Y. Halpern, Li Li, Stephen B. Wicker

August 2000 **Proceedings of the 4th international workshop on Discrete algorithms and methods for mobile computing and communications**Full text available:  pdf(1.18 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The allocation of scarce spectral resources to support as many user applications as possible while maintaining reasonable quality of service is a fundamental problem in wireless communication. We argue that the problem is best formulated in terms of decision theory. We propose a scheme that takes decision-theoretic concerns (like preferences) into account and discuss the difficulties and subtleties involved in applying standard techniques from the theory of Markov Decision Processes (MDPs) in ...

**11 An optimal repartitioning decision policy**

David M. Nicol, Paul F. Reynolds

December 1985 **Proceedings of the 17th conference on Winter simulation**Full text available:  pdf(632.09 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The automated partitioning of simulations for parallel execution is a timely research problem. A simulation's run-time performance depends heavily on the nature of the inputs the simulation responds to. Consequently, a simulation's run-time behavior varies as a function of time. Since a simulation's run-time behavior is generally too complex to analytically predict, partitioning algorithms must be statistically based: they base their partitioning decisions on the simulation ...

**12 Learning k&mgr; decision trees on the uniform distribution**

Thomas R. Hancock

August 1993 **Proceedings of the sixth annual conference on Computational learning theory**Full text available:  pdf(926.62 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**13 Time-space trade-off lower bounds for randomized computation of decision problems**

Paul Beame, Michael Saks, Xiaodong Sun, Erik Vee

March 2003 **Journal of the ACM (JACM)**, Volume 50 Issue 2Full text available:  pdf(438.95 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We prove the first time-space lower bound trade-offs for randomized computation of decision problems. The bounds hold even in the case that the computation is allowed to have arbitrary probability of error on a small fraction of inputs. Our techniques are extensions of those used by Ajtai and by Beame, Jayram, and Saks that applied to deterministic branching programs. Our results also give a quantitative improvement over the previous results. Previous time-space trade-off results for decision prob ...

**Keywords:** Branching programs, element distinctness, quadratic forms, random-access machines

**14 A decision theoretic approach to information retrieval**

James C. Moore, William B. Richmond, Andrew B. Whinston

September 1990 **ACM Transactions on Database Systems (TODS)**, Volume 15 Issue 3Full text available:  pdf(2.05 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present the file search problem in a decision-theoretic framework, and discuss a variation of it that we call the common index problem. The goal of the common index problem is to return the best available record in the file, where best is in terms of a class of user preferences. We use dynamic programming to construct an optimal algorithm using two different optimality criteria, and we develop sufficient conditions for obtaining complete information.

**Keywords:** approximate algorithms, economics of information, information retrieval

**15 The Activity of a Variable and Its Relation to Decision Trees**

B. E. Moret, M. Thomason and R. C. Gonzalez

October 1980 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,

Volume 2 Issue 4

Full text available:  pdf(789.72 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The construction of sequential testing procedures from functions of discrete arguments is a common problem in switching theory, software engineering, pattern recognition, and management. The concept of the activity of an argument is introduced, and a theorem is proved which relates it to the expected testing cost of the most general type of decision trees. This result is then extended to trees constructed from relations on finite sets and to decision procedures with cycles. These results ar ...

**16 Statistical decision-tree models for parsing**

David M. Magerman

June 1995 **Proceedings of the 33rd annual meeting on Association for Computational Linguistics**Full text available:  pdf(718.41 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#) Publisher Site

Syntactic natural language parsers have shown themselves to be inadequate for processing highly-ambiguous large-vocabulary text, as is evidenced by their poor performance on domains like the Wall Street Journal, and by the movement away from parsing-based approaches to text-processing in general. In this paper, I describe SPATTER, a statistical parser based on decision-tree learning techniques which constructs a complete parse for every sentence and achieves accuracy rates far better than any pu ...

**17 Universal sequential learning and decision from individual data sequences**

Neri Merhav, Meir Feder

July 1992 **Proceedings of the fifth annual workshop on Computational learning theory**Full text available:  pdf(1.26 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Sequential learning and decision algorithms are investigated, with various application areas, under a family of additive loss functions for individual data sequences. Simple universal sequential schemes are known, under certain conditions, to approach optimality uniformly as fast as  $n \cdot \log n$ , where  $n$  is the sample size. For the case of finite-alphabet observations, the class of schemes that can be implemented by finite-s ...

**18 The dynamic re-evaluation of alternatives and the emulation of human decision making**

Joe K. Clema, Mark Fynewever

August 1972 **Proceedings of the ACM annual conference - Volume 2**Full text available:  pdf(495.66 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CØNSIM (Conflict Simulator), a computer program designed to heuristically simulate decision making (3), has incorporated Bayes' Theorem in its structure to re-evaluate alternatives as new information becomes available to the decision maker. With this ability to re-evaluate alternatives utilizing both present and past information, even complex areas such as international affairs may be heuristically studied and analyzed. By employing elements of game theory, computer modeling and simu ...

**Keywords:** Artificial intelligence, Bayes' theorem, Bayesian analysis, Cognition, Computer modeling, Decision making, Game theory, Heuristic methods, Heuristic search, International politics, Monte Carlo techniques, Political science, Simulation

**19 The Minimum Error Minimax Probability Machine**

Kaizhu Huang, Haiqin Yang, Irwin King, Michael R. Lyu, Laiwan Chan

December 2004 **The Journal of Machine Learning Research**, Volume 5Full text available:  pdf(399.93 KB) Additional Information: [full citation](#), [abstract](#)

We construct a distribution-free Bayes optimal classifier called the Minimum Error Minimax Probability Machine (MEMPM) in a worst-case setting, i.e., under all possible choices of class-conditional densities with a given mean and covariance matrix. By assuming no specific distributions for the data, our model is thus distinguished from traditional Bayes optimal approaches, where an assumption on the data distribution is a must. This model is extended from the Minimax Probability Machine (MPM), a ...

**20 Lower bounds for noisy Boolean decision trees**

William Evans, Nicholas Pippenger

July 1996 **Proceedings of the twenty-eighth annual ACM symposium on Theory of computing**Full text available:  pdf(734.35 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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## 21 Data transformation and duplicate detection: A generalized cost optimal decision model for record matching

Vassilios S. Verykios, George V. Moustakides

June 2004 **Proceedings of the 2004 international workshop on Information quality in information systems**

Full text available: [pdf\(118.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Record (or entity) matching or linkage is the process of identifying records in one or more data sources, that refer to the same real world entity or object. In record linkage, the ultimate goal of a decision model is to provide the decision maker with a tool for making decisions upon the actual matching status of a pair of records (i.e., documents, events, persons, cases, etc.). Existing models of record linkage rely on decision rules that minimize the probability of subjecting a case to cleric ...

**Keywords:** probabilistic decision model, record matching

## 22 Complexity of finite-horizon Markov decision process problems

Martin Mundhenk, Judy Goldsmith, Christopher Lusena, Eric Allender  
 July 2000 **Journal of the ACM (JACM)**, Volume 47 Issue 4

Full text available: [pdf\(461.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Controlled stochastic systems occur in science engineering, manufacturing, social sciences, and many other contexts. If the systems is modeled as a Markov decision process (MDP) and will run ad infinitum, the optimal control policy can be computed in polynomial time using linear programming. The problems considered here assume that the time that the process will run is finite, and based on the size of the input. There are many factors that compound the complexity of computing ...

**Keywords:** Markov decision processes, NP, NPPP, PL, PSPACE, computational complexity, partially observable Markov decision processes, succinct representations

## 23 On zero-knowledge proofs (extended abstract): "from membership to decision"

Giovanni Di Crescenzo, Kouichi Sakurai, Moti Yung  
 May 2000 **Proceedings of the thirty-second annual ACM symposium on Theory of computing**

Full text available: [pdf\(1.21 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**24 Text categorization: Using asymmetric distributions to improve text classifier probability estimates**

Paul N. Bennett

July 2003 **Proceedings of the 26th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available: [pdf\(281.97 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Text classifiers that give probability estimates are more readily applicable in a variety of scenarios. For example, rather than choosing one set decision threshold, they can be used in a Bayesian risk model to issue a run-time decision which minimizes a user-specified cost function dynamically chosen at prediction time. However, the quality of the probability estimates is crucial. We review a variety of standard approaches to converting scores (and poor probability estimates) from text classifi ...

**Keywords:** active learning, classifier combination, cost-sensitive learning, text classification

**25 Optimizing decision trees through heuristically guided search**

Alberto Martelli, Ugo Montanari

December 1978 **Communications of the ACM**, Volume 21 Issue 12

Full text available: [pdf\(1.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Optimal decision table conversion has been tackled in the literature using two approaches, dynamic programming and branch-and-bound. The former technique is quite effective, but its time and space requirements are independent of how "easy" the given table is. Furthermore, it cannot be used to produce good, quasioptimal solutions. The branch-and-bound technique uses a good heuristic to direct the search, but is cluttered up by an enormous search space, since the number of solutio ...

**Keywords:** AND/OR graphs, branch-and-bound, decision table, decision tree, dynamic programming, heuristic search, optimal decision table conversion

**26 Special issue on the fusion of domain knowledge with data for decision support:**

**Combining knowledge from different sources in causal probabilistic models**

Marek J. Druzdzel, Francisco J. Díez

December 2003 **The Journal of Machine Learning Research**, Volume 4

Full text available: [pdf\(140.32 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Building probabilistic and decision-theoretic models requires a considerable knowledge engineering effort in which the most daunting task is obtaining the numerical parameters. Authors of Bayesian networks usually combine various sources of information, such as textbooks, statistical reports, databases, and expert judgement. In this paper, we demonstrate the risks of such a combination, even when this knowledge encompasses such seemingly population-independent characteristics as sensitivity and ...

**27 Optimal bounds for decision problems on the CRCW PRAM**

Paul Beame, Johan Hastad

July 1989 **Journal of the ACM (JACM)**, Volume 36 Issue 3

Full text available:  pdf(2.24 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Optimal &OHgr;(log n/log log n) lower bounds on the time for CRCW PRAMS with polynomially bounded numbers of processors or memory cells to compute parity and a number of related problems are proven. A strict time hierarchy of explicit Boolean functions of n bits on such machines that holds up to &Ogr;(log n/log log n) time is also exhibited. That is, for every time bound T within this range ...

**28 Conversion of Limited-Entry Decision Tables to Optimal Computer Programs I:**

**Minimum Average Processing Time**

Lewis T. Reinwald, Richard M. Soland

July 1966 **Journal of the ACM (JACM)**, Volume 13 Issue 3

Full text available:  pdf(1.61 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper begins with a brief description of desicion tables, and then presents a discussion of alternative expressions for them as sequential testing procedures for computer implementation and as Boolean functions. An algorithm is developed which, in a finite number of steps, will convert any given limited entry decision table into an "optimal" computer program, one with minimum average processing time. The algorithm is more general than procedures previously developed and gu ...

**29 Probability Estimates for Multi-class Classification by Pairwise Coupling**

Ting-Fan Wu, Chih-Jen Lin, Ruby C. Weng

December 2004 **The Journal of Machine Learning Research**, Volume 5

Full text available:  pdf(538.96 KB)

Additional Information: [full citation](#), [abstract](#)

Pairwise coupling is a popular multi-class classification method that combines all comparisons for each pair of classes. This paper presents two approaches for obtaining class probabilities. Both methods can be reduced to linear systems and are easy to implement. We show conceptually and experimentally that the proposed approaches are more stable than the two existing popular methods: voting and the method by Hastie and Tibshirani (1998)

**30 Learning with Decision Lists of Data-Dependent Features**

Mario Marchand, Marina Sokolova

April 2005 **The Journal of Machine Learning Research**, Volume 6

Full text available:  pdf(245.00 KB)

Additional Information: [full citation](#), [abstract](#)

We present a learning algorithm for decision lists which allows features that are constructed from the data and allows a trade-off between accuracy and complexity. We provide bounds on the generalization error of this learning algorithm in terms of the number of errors and the size of the classifier it finds on the training data. We also compare its performance on some natural data sets with the set covering machine and the support vector machine. Furthermore, we show that the proposed bounds on ...

**31 Learning an optimal decision strategy in an influence diagram with latent variables**

V. G. Vovk

January 1996 **Proceedings of the ninth annual conference on Computational learning theory**

Full text available:  pdf(1.12 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

**32**

**Selecting the best system: a decision-theoretic approach**

Stephen E. Chick

December 1997 **Proceedings of the 29th conference on Winter simulation**

Full text available: [pdf\(841.07 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



### 33 A statistical approach to decision tree modeling

Michael I. Jordan

July 1994 **Proceedings of the seventh annual conference on Computational learning theory**

Full text available: [pdf\(785.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A statistical approach to decision tree modeling is described. In this approach, each decision in the tree is modeled parametrically as is the process by which an output is generated from an input and a sequence of decisions. The resulting model yields a likelihood measure of goodness of fit, allowing ML and MAP estimation techniques to be utilized. An efficient algorithm is presented to estimate the parameters in the tree. The model selection problem is presented and several alternative pr ...



### 34 Special session on belief change: Planning, learning and coordination in multiagent decision processes

Craig Boutilier

March 1996 **Proceedings of the 6th conference on Theoretical aspects of rationality and knowledge**

Full text available: [pdf\(1.75 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

There has been a growing interest in AI in the design of multiagent systems, especially in multiagent cooperative planning. In this paper, we investigate the extent to which methods from single-agent planning and learning can be applied in multiagent settings. We survey a number of different techniques from decision-theoretic planning and reinforcement learning and describe a number of interesting issues that arise with regard to coordinating the policies of individual agents. To this end, we ...



### 35 Analysis methodology II: Improved decision processes through simultaneous simulation and time dilation

Paul Hyden, Lee Schruben

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: [pdf\(181.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Simulation models are often not used to their full potential in the decision-making process. The default simulation strategy of simple serial replication of fixed length runs means that we often waste time generating information about uninteresting models and we only provide a decision at the very end of our study. New simulation techniques such as simultaneous simulation and time dilation have been developed to produce improved decisions at any time with limited or even reduced demands on analy ...



### 36 Game theory (II): A language for modeling agents' decision making processes in games

Ya'akov Gal, Avi Pfeffer

July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems**

Full text available: [pdf\(426.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Multi-agent systems that use game-theoretic analysis for decision making traditionally take a normative approach, in which agents' decisions are derived rationally from the game description. This approach is insufficient to capture the decision making processes of real-life

agents. Such agents may be partially irrational, they may use models other than the real world to make decisions, and they may be uncertain about their opponents' decision making processes. We present Networks of Influence Di ...

**Keywords:** decision-making under uncertainty, game theory, opponent modeling

### 37 Social choice theory and distributed decision making

Arnold B. Urken

April 1988 **ACM SIGOIS Bulletin , Conference Sponsored by ACM SIGOIS and IEEECS TC-OA on Office information systems**, Volume 9 Issue 2-3

Full text available:  pdf(1.24 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Strategies of distributed decision making based on social choice theory can be used to create a balance between organizational complexity and uncertainty. Although Group Decision Support Systems (GDSS's) have included options for making human collective choices, their design has not been based on optimal rules. Social choice theory can also be used to improve the reliability of decisions made by nodes in distributed computer networks. Three examples illustrate the application of this theory ...

### 38 Using a mixture of probabilistic decision trees for direct prediction of protein function

Umar Syed, Golan Yona

April 2003 **Proceedings of the seventh annual international conference on Research in computational molecular biology RECOMB '03**

Full text available:  pdf(306.22 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We study the direct relationship between basic protein properties and their function. Our goal is to develop a new tool for functional prediction that can be used to complement and support other techniques based on sequence or structure information. In order to define this new measure of similarity between proteins we collected a set of 453 features and properties that characterize proteins and are believed to be correlated and related to structural and functional aspects of proteins. Among thes ...

**Keywords:** decision trees, functional prediction, sequence-function relationships

### 39 Simulation analysis of expert power in joint decision making against competition

Jehoshua Eliashberg, Ralph L. Day

December 1977 **Proceedings of the 9th conference on Winter simulation - Volume 1**

Full text available:  pdf(490.08 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A simulation model was utilized to investigate the influence of "expert power" when cooperating decision makers attempt to make optimal decisions of a strategic nature against competition. The simulation model is a modified version of one used previously to study the effects of conflicts in perceptions [1] and employs empirically derived utility functions, alternative game theoretic structures, and a "Group Bayesian" interpretation of joint decision making. The simul ...

### 40 Session 5: Reaching consensus on decisions

Paul J. Krasucki

March 1990 **Proceedings of the 3rd conference on Theoretical aspects of reasoning about knowledge**

Full text available:  pdf(576.31 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

We investigate how like-minded agents can reach consensus on their decisions even if they receive different information.

The model used here was introduced by Aumann, and subsequently refined by Geanakoplos and Polemarchakis, Bacharach, Cave, Parikh and Krasucki ([Aum76, GP82, Cav83, Bac85, PK]).

The main result is that when any number of like-minded agents communicate according to some <i>fair</i> protocol whether they want to trade or not, and their decision is based  
s ...

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Relevance scale **41 Session 3: Nonstandard numbers for qualitative decision making**

Daniel Lehmann

July 1998 **Proceedings of the 7th conference on Theoretical aspects of rationality and knowledge TARK '98**Full text available:  pdf(709.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The consideration of nonstandard models of the real numbers and the definition of a qualitative ordering on those models provides a generalization of the principle of maximization of expected utility. It enables the decider to assign probabilities of different orders of magnitude to different events or to assign utilities of different orders of magnitude to different outcomes. The properties of this generalized notion of rationality are studied in the frameworks proposed by von Neumann and Mo ...

**42 Symbolic Boolean manipulation with ordered binary-decision diagrams**

Randal E. Bryant

September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3Full text available:  pdf(2.12 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Ordered Binary-Decision Diagrams (OBDDs) represent Boolean functions as directed acyclic graphs. They form a canonical representation, making testing of functional properties such as satisfiability and equivalence straightforward. A number of operations on Boolean functions can be implemented as graph algorithms on OBDD data structures. Using OBDDs, a wide variety of problems can be solved through symbolic analysis. First, the possible variations in system parameters and op ...

**Keywords:** Boolean algebra, Boolean functions, binary-decision diagrams, branching programs, symbolic analysis, symbolic manipulation

**43 Session 11C: decision making: Task selection problem under uncertainty as decision-making**

Hosam Hanna, Abdel-Illah Mouaddib

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3**Full text available:  pdf(158.57 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we address the problem of decision-making under uncertainty for the task

selection problem. We consider an environment where an agent has to select tasks to execute in a way which maximizes his gain. The main motivation is the new challenging applications such as planetary rovers, e-commerce, combinatorial auction and vehicle routing where agents are with limited resources and have to distribute and execute a set of tasks under uncertainty. In the model proposed in this paper, we ...

**Keywords:** Markov decision process, decision under uncertainty, distributed agents, intelligent agents, resource-bounded agents

**44** The complexity of problems on probabilistic, nondeterministic, and alternating decision trees 

Udi Manber, Martin Tompa

July 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 3

Full text available:  pdf(1.08 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This work generalizes decision trees in order to study lower bounds on the running times of algorithms that allow probabilistic, nondeterministic, or alternating control. It is shown that decision trees that are allowed internal randomization (at the expense of introducing a small probability of error) run no faster asymptotically than ordinary decision trees for a collection of natural problems. Two geometric techniques from the literature for proving lower bounds on the time required by o ...

**45** Some optimal traffic regulation schemes for ATM networks: a Markov decision approach 

Mohamed Abdelaziz, Ioannis Stavrakakis

October 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 5

Full text available:  pdf(1.20 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

**46** Learning curve bounds for a Markov decision process with undiscounted rewards 

Lawrence K. Saul, Satinder P. Singh

January 1996 **Proceedings of the ninth annual conference on Computational learning theory**

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**47** Session 7A: bidding and bargaining agents II: Decision procedures for multiple auctions 

Andrew Byde, Chris Preist, Nicholas R. Jennings

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 2**

Full text available:  pdf(224.53 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a decision theoretic framework that an autonomous agent can use to bid effectively across multiple, simultaneous auctions. Specifically, our framework enables an agent to make rational decisions about purchasing multiple goods from a series of auctions that operate different protocols (we deal with the English, Dutch, First-Price Sealed Bid and Vickrey cases). The framework is then used to characterize the optimal decision that an agent should take. Finally, we develop a prac ...

**48** Making Resource Decisions for Software Projects 

Norman Fenton, William Marsh, Martin Neil, Patrick Cates, Simon Forey, Manesh Tailor  
May 2004 **Proceedings of the 26th International Conference on Software Engineering**

Full text available:  pdf(229.21 KB) Additional Information: [full citation](#), [abstract](#)

Software metrics should support managerial decisionmaking in software projects. We explain how traditionalmetrics approaches, such as regression-based models forcost estimation fall short of this goal. Instead, wedescribe a causal model (using a Bayesian network)which incorporates empirical data, but allows it to beinterpreted and supplemented using expert judgement.We show how this causal model is used in a practicaldecision-support tool, allowing a project manager totrade-off the resources use ...

**49** Information theory applied to the conversion of decision tables to computer programs 

S. Ganapathy, V. Rajaraman

September 1973 **Communications of the ACM**, Volume 16 Issue 9

Full text available:  pdf(708.70 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Using ideas from information theory, this paper develops a heuristic algorithm that converts a limited entry decision table to a tree structured computer program with near minimum average processing time. The method is applicable to any limited entry decision table and does not require that actions have single rules or that the cost of testing conditions be equal. It is thus more general than the previously published heuristic algorithms. Compared to the optimal algorithm of Reinwald and So ...

**Keywords:** decision tables, information measure, optimum computer programs

**50** Operations Research Applied to Document Indexing and Retrieval Decisions 

Abraham Bookstein, Don Kraft

July 1977 **Journal of the ACM (JACM)**, Volume 24 Issue 3

Full text available:  pdf(686.09 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**51** BOAT—optimistic decision tree construction 

Johannes Gehrke, Venkatesh Ganti, Raghu Ramakrishnan, Wei-Yin Loh

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data**, Volume 28 Issue 2

Full text available:  pdf(1.70 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Classification is an important data mining problem. Given a training database of records, each tagged with a class label, the goal of classification is to build a concise model that can be used to predict the class label of future, unlabeled records. A very popular class of classifiers are decision trees. All current algorithms to construct decision trees, including all main-memory algorithms, make one scan over the training database per level of the tree. We introduce a new algo ...

**52** Session 4: Reasoning about knowledge and probability 

Ronald Fagin, Joseph Y. Halpern

March 1988 **Proceedings of the 2nd conference on Theoretical aspects of reasoning about knowledge**

Full text available:  pdf(1.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

We provide a model for reasoning about knowledge and probability together. We allow explicit mention of probabilities in formulas, so that our language has formulas that essentially say "according to agent  $\langle i \rangle$   $i \langle /i \rangle$ , formula  $\phi$  holds with probability at least  $a$ ."

The language is powerful enough to allow reasoning about higher-order probabilities, as well as allowing explicit comparisons of the probabilities an agent places on distinct events. We present a general framework for ...

### **53 The decision problem for the probabilities of higher-order properties**

P. Kolaitis, M. Vardi

January 1987 **Proceedings of the nineteenth annual ACM conference on Theory of computing**

Full text available:  pdf(1.15 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The probability of a property on the class of all finite relational structures is the limit as  $n \rightarrow \infty$  of the fraction of structures with  $n$  elements satisfying the property, provided the limit exists. It is known that 0-1 laws hold for any property expressible in first-order logic or in fixpoint logic, i.e. the probability of any such property exists and is either 0 or 1. It is also known that the associated decision problem for th ...

### **54 MOB-ESP and other improvements in probability estimation**

Rodney D. Nielsen

July 2004 **Proceedings of the 20th conference on Uncertainty in artificial intelligence AUAI '04**

Full text available:  pdf(322.23 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

A key prerequisite to optimal reasoning under uncertainty in intelligent systems is to start with good class probability estimates. This paper improves on the current best probability estimation trees (Bagged-PETs) and also presents a new ensemble-based algorithm (MOB-ESP). Comparisons are made using several benchmark datasets and multiple metrics. These experiments show that MOB-ESP outputs significantly more accurate class probabilities than either the baseline B-PETs algorithm or the enhan ...

### **55 Selective Rademacher Penalization and Reduced Error Pruning of Decision Trees**

Matti Kääriäinen, Tuomo Malinen, Tapio Elomaa

December 2004 **The Journal of Machine Learning Research**, Volume 5

Full text available:  pdf(191.42 KB)

Additional Information: [full citation](#), [abstract](#)

Rademacher penalization is a modern technique for obtaining data-dependent bounds on the generalization error of classifiers. It appears to be limited to relatively simple hypothesis classes because of computational complexity issues. In this paper we, nevertheless, apply Rademacher penalization to the in practice important hypothesis class of unrestricted decision trees by considering the prunings of a given decision tree rather than the tree growing phase. This study constitutes the first appl ...

### **56 Military applications: Decision making support: representing the C2 process in simulations: modelling the human decision-maker**

Colin R. Mason, James Moffat

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available:  pdf(277.45 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Military Command and Control (C2) is the process by which commanders organise and employ force elements in order to achieve military objectives. This process needs to be represented in models of conflict in order to simulate realistic force behaviour and effectiveness. Since C2 is heavily influenced by human decision-making, modelling the C2 process is recognized as one of the most challenging areas for defence analysis. This paper describes on-going research into ways in which the effects of C2 ...

### **57 PAB-decisions for Boolean and real-valued features**

Svetlana Anoulova, Paul Fischer, Stefan Pölt, Hans Ulrich Simon

July 1992 **Proceedings of the fifth annual workshop on Computational learning theory**

Full text available: [pdf\(767.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we investigate the problem of classifying objects which are given by feature vectors with Boolean or real entries. Our aim is to "(efficiently) learn probably almost optimal classifications" from examples. A classical approach in pattern recognition uses empirical estimations of the Bayesian discriminant functions for this purpose. We analyze this approach for different classes of distribution functions: In the Boolean case we look at the k-th ord ...

## **58 Decision tree reduction**

J. R. B. Cockett, J. A. Herrera

October 1990 **Journal of the ACM (JACM)**, Volume 37 Issue 4

Full text available: [pdf\(2.08 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The reduction algorithm is a technique for improving a decision tree in the absence of a precise cost criterion. The result of applying the algorithm is an irreducible tree that is no less efficient than the original, and may be more efficient. Irreducible trees arise in discrete decision theory as an algebraic form for decision trees. This form has significant computational properties. In fact, every irreducible is optimal with respect to some expected testing cost criterion and is stric ...

## **59 Extending the information theory approach to converting limited-entry decision tables to computer programs**

Keith Shwayder

September 1974 **Communications of the ACM**, Volume 17 Issue 9

Full text available: [pdf\(497.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper modifies an earlier algorithm for converting decision tables into flowcharts which minimize subsequent execution time when compiled into a computer program. The algorithms considered in this paper perform limited search and, accordingly, do not necessarily result in globally optimal solutions. However, the greater search effort needed to obtain a globally optimal solution for complex decision tables is usually not justified by sufficient savings in execution time.

**Keywords:** coding, decision tables, flowcharting, information theory, noiseless channel, sorting

## **60 Mixed-initiative decision support in agent-based automated contracting**

John Collins, Corey Bilot, Maria Gini

June 2000 **Proceedings of the fourth international conference on Autonomous agents**

Full text available: [pdf\(905.66 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

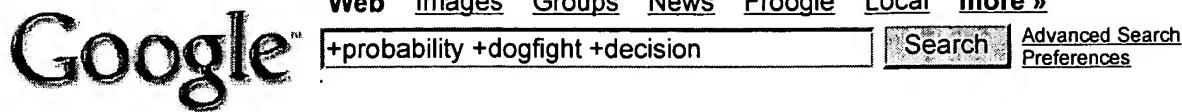
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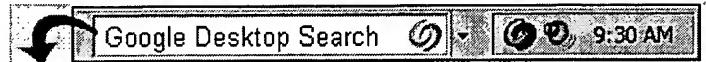
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... met) you slip into your second role: you control the two British pilots in a **dogfight**, ... This game is a crash course (literally) in **decision** making! ...  
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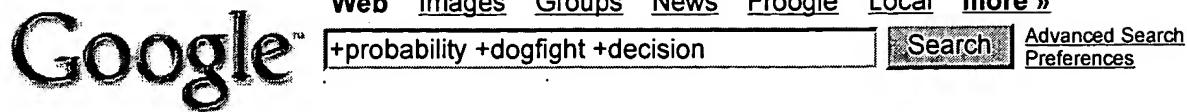


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Instead, we are treated to a **dogfight** where military, scientific, ... We are treated to situations where every **decision** is made weighted in the special ...

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UNEF (United Nations Emergency Force) skirt; the aerial **dogfight** on April 7, 1967, ... increase the **probability** of war with Israel to 50 percent ...

[www.ingentaconnect.com/content/ bpl/mepo/2002/00000009/00000004/art00089](http://www.ingentaconnect.com/content/ bpl/mepo/2002/00000009/00000004/art00089) - [Similar pages](#)

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They base their **decision** to buy tickets, especially season tickets, ... Now that the O's are in a **dogfight** for the DC market, publicity is golden. ...

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Broadside is an American Heritage game from the "Command **Decision**" series ...

Rules are easy to learn and like "**Dogfight**" the game includes some great ...

[broadsides2.tripod.com/boardgameinfo.html](http://broadsides2.tripod.com/boardgameinfo.html) - 70k - [Cached](#) - [Similar pages](#)

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It was more like a **dogfight**. The dealer was displeased that I was not losing, however! ... The **decision** of the Casino Control Commission, October 3, 2003 ...

[www.saliu.com/winning.html](http://www.saliu.com/winning.html) - 56k - [Cached](#) - [Similar pages](#)

**The F-22 Raptor (washingtonpost.com)**

This result is a shorter kill chain and a higher **probability** of success on a fluid ... the presumed SU-30's advantages in a close **dogfight** with the F-15. ...

[www.washingtonpost.com/ wp-dyn/articles/A37922-2005Apr8.html](http://www.washingtonpost.com/ wp-dyn/articles/A37922-2005Apr8.html) - [Similar pages](#)

**F-16.net :: The Ultimate F-16 Reference**

... to the radar when in "**dogfight**" mode, which enables the seeker head to be uncaged, ... leading to a **decision** in December to drop the AIM-9R altogether. ...

[www.f-16.net/f-16\\_armament\\_article1.html](http://www.f-16.net/f-16_armament_article1.html) - 45k - [Cached](#) - [Similar pages](#)

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During a tight turning **dogfight** situation, how much would the rudder be used?

... The amount of G and the duration at that G affect the **probability** of ...

[www.airforce.forces.gc.ca/equip\\_vr/vr\\_tour/crew\\_qa\\_e.asp](http://www.airforce.forces.gc.ca/equip_vr/vr_tour/crew_qa_e.asp) - 57k - Aug 14, 2005 - [Cached](#) - [Similar pages](#)



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### Mig Sweep -- November 1998

... and tight turning ability made the MiG-21 a formidable opponent in a **dogfight**.

... Olds agreed to go forward, despite the **probability** of bad weather, ...

[www.afa.org/magazine/Nov1998/1198mig.asp](http://www.afa.org/magazine/Nov1998/1198mig.asp) - 54k - [Cached](#) - [Similar pages](#)

### Michael Swanwick Online: Unca Mike's Bad Advice - Answers 2004

The easiest way to find out what "**Dogfight**" is about is to pick up William ...

The Unicorn Girl by Michael Kurland and The **Probability Pad** by TA Waters. ...

[www.michaelswanwick.com/evrel/answ2004.html](http://www.michaelswanwick.com/evrel/answ2004.html) - 36k - Aug 14, 2005 - [Cached](#) - [Similar pages](#)

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**Dogfight** desperate ! The tower of Wetton's ambition and a rainbow 143. And a tradition starts! ... 0% **probability** of survival! Chopper vs Shinto priest Ohm ...

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After thirty years of service to my country, my **decision** to resign is a huge step

and I ... I firmly believe the **probability** of Saddam using weapons of mass ...

[www.politicaldogfight.com/dogfight04/2004/09/excol\\_and\\_caree.html](http://www.politicaldogfight.com/dogfight04/2004/09/excol_and_caree.html) - 44k - Aug 15, 2005 -

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Newsday: Unions A Key In Iowa; Gephardt, Dean in a **dogfight** ... LA: Breaux to announce **decision** Monday · CA: DiFi's the bomb in tiny Orange Cove ...

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**dogfight** with Snoopy, or the Red Baron? It should make no difference theoretically, but ... The **decision** whether to appeal a case should not be approached ...

[www.bowronlatta.com/publications/appeal.pdf](http://www.bowronlatta.com/publications/appeal.pdf) - [Similar pages](#)

### DogfightAtBankstown: July 2004 Archives

The Nobel prize-winning group's **decision** to withdraw was the most dramatic example yet of how ... They work on risk and **probability**, never on certainty. ...

[dogfightatbankstown.typepad.com/blog/2004/07/](http://dogfightatbankstown.typepad.com/blog/2004/07/) - 116k - [Cached](#) - [Similar pages](#)

### Stu's Views

One must also think about the **probability** of risk (which in my view is much higher ... and if Oakland hadn't started so badly, they would be in a **dogfight** ...

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### The Fighter Force

The classic maneuvering **dogfight** reappeared as pilots discovered that often ...

Military **decision-makers** must give serious consideration to converting the ...

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radar **probability** of detection or kill **probability** of a missile ... them in a  
**dogfight** because of the continuous interaction and ...

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